# FINGINEER'S GUILD

Although nowhere near as new as some of the fledgling Guilds that have come into being since the end of the Century Wars, the Engineer's Guild is certainly not much older, barely more longstanding than our own enterprise. They were originally formed just prior to the conflict, as siege engines and fortifications began to be constructed. All rather pedestrian to an Alchemist of course. Their science is a trite and laborious one. Advancement is far too slow, and their attitudes often boorish and condescending, especially amongst the older Magisters and Artificers.

I discern an intriguing division that is very apparent to me in their houses; the tired old science sitting uncomfortably alongside their new discoveries. They have the most devastating potential of all at their fingertips, but their own innate animosity and stubborn pride stops them from achieving greatness.

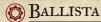
But to be fair and pay them their due, not all are that way. The keenest amongst them have lent their hands to the construction of clockwork instruments and devices of far more interest to our enliahtened minds.

In these, I see the path to immortality.

-Midas, Alchemist's Guild Team Captain







## CHARACTER TRAITS

### Momentous Inspiration [4" Aura]

While within this aura, when friendly models hit one or more enemy models with a character play that causes damage, after resolving the play the friendly team gains 1 MP. While within this aura, friendly models may use Bonus Time! without spending MP once per character play.

#### Tough Hide

This model suffers -1 DMG from enemy plays and playbook damage results.

## LEGENDARY PLAY

#### Breach!

During its activation, this model gains +0/+4" KICK and may make a kick without spending influence. When this model makes a kick, the kick ignores intervening models.

Figeon, Human, Male, Defensive Midfielder, Captain



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Target friendly guild model gains +2"/+2" MOV.

Target friendly guild model gains +1 DMG to

Alternator

playbook damage results.

2 6" 🗸 🗶

1 6" ✓ ✓

# PIN VICE

## CHARACTER TRAITS

#### Close Control

This model may ignore the first tackle playbook result that it suffers each turn.

#### Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

#### Well Oiled Machine

Once per turn when a friendly model receives a successful pass, the friendly model may immediately make a pass without spending influence instead of using Pass & Move or making a Snap Shot.

Erskirii, Mechanica, Human, Female, Captain



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# RIVET

## CHARACTER TRAITS

## Follow My Lead

While this model is on the pitch, friendly Squaddie models gain +1 TAC.

At the end of an advance made by this model during its activation, friendly models that this model moved within 2" of during the advance may make a jog directly towards this model.

## HEROIC PLAY

## Protect Those Close [4" Aura]

While within this aura, friendly models gain Sturdy. (Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

Valentian, Human, Female, Centre Back. Captain





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This model suffers -1 DMG from enemy plays and playbook damage results.

Erskirii, Mechanica, Central Midfielder, Squaddie



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## CHARACTER TRAITS

## Goal of the Month

When this model makes a successful shot, it scores a Screamer if any double is rolled.

### Roulette

At the start of this model's activation, choose one effect. The chosen effect lasts until the end of this model's activation.

- This model gains +1"/+1" MOV.
- This model gains +1 TAC.
- This model gains +0/+2" KICK.

## Unpredictable Movement

Once per turn when an enemy model ends an advance within this model's melee zone, this model may make a 2" dodge.

## LEGENDARY PLAY

#### Wherever I May Roam

Choose a terrain piece within 4". This model is immediately placed in base contact with the chosen terrain piece.

Raed, Human, Male, Winger, Squaddie









## CHARACTER TRAITS

Once per turn during this model's activation, target friendly model within 4" of this model may remove all conditions it's suffering.

## HEROIC PLAY

## Overclocked

Choose a friendly Mechanica model within 4". During its next activation, the chosen model may sprint or charge without spending influence.

Indar, Human, Male, Defensive Midfielder. Squaddie



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